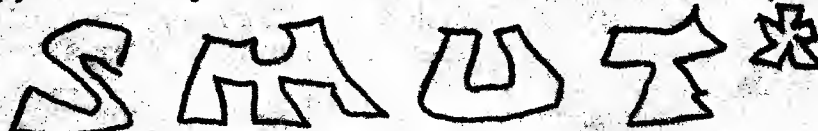


GREETINGS FRIENDS!! This is that disreputable Diplomacy* 'Zine oft referred to as SMUT** (for not so obvious reasons!). Hiding out from the revenge of Miss Lorry White in the hills of Sunnyslope is the Publisher/GM and evil stabber of said Miss at Dipcon IV, Peter WEBER (417 E. Hatcher #2, Phoenix, Ar. 85020). Although he takes all the blame for this Zine's content, he is assisted by the able mind ? and body ? of Mr. Bob Strayer (207 E. Alice #8, Phoenix, Ar. 85020). Sorry, no telly! You had better believe it, this is



On the gas range of life,
It's the one pilot light,
It's burning so bright,
As the teapot of life
boils over.

No. 1

Nov. 10, 1971

Far out!! Included in this issue is the beginning of game one, the first installment of the houserules (which will be concluded in the next issue) and all sorts of other little gems concerning game openings, features and crud. Those of you people who wish do not receive the houserules with this issue it is because we are sending you this issue as an introduction to SMUT* (the original Intro to SMUT* is out of print already due to the low number printed). Those of you who may be wondering if this is a freebie, be assured, it is! Anyone requesting this issue will be sent it free of charge. Attention subbers! This is not included as a paid issue in your subscription.

Yes, there are game openings galore! The game fee for all games at present is \$4.00 with a \$1. discount being extended to members of TDA, N3fGBDD, or IFW. Any person entering two or more games may knock another 50 pennies off the game fee for any game after the first. People who wish to trade theirs for this should make inquiries with the Pub/GM. All games to be opened at present will use regular Diplomacy rules and SMUT* houserules.

Enclosed should be the SMUT* GAME REGISTRATION FORM which you, the prospective player can fill out and make all kinds of funny remarks on. This form is needed as a player's game registration; the preference list portion of the form enables to make country assignments; the type game portion lets us know what type game you wish to be placed in. This form is available free from the Pub/GM or his advisor. Any Questions?

GAME 1 IS FILLED TO TOTAL CAPACITY!!

The short delay in publication of the first issue was due to the fact that we were waiting to get forms from all the players. Although we didn't get a form from Mr. Carr (gah, I never sent him one! /pw/), we are going to forge ahead anyway! Fidelity! Bravery! Integrity!

Diplomacy*-A game invented by Mr. Alan B. Calhamer and copyrighted by the white collar guys at Games Research Inc., Boston.

SMUT*--The letters s,m,u,t, followed by an asteric denotes the title of a Diplomacy Zine and does not aptly describe the contents thereof (we think!). The title SMUT* should be said with a smile upon one's face.

11/10/71

So, here is the first batch of bloodthirsty listerine users to ever spill blood in SHUT* and live to tell about it!

Austria: Joseph Antosiak, 3637 Arden Ave., Brookfield, IL. 60513

England: Charles Cox, 2202 West 154 St., Cardena, Ca. 90249

France: Ray Bowers, 625 Evans, Kirkwood, Mo. 63122

Germany: Ed B. Rack, 2190 I Halifax Dr., Ottawa, Ontario, K1G 2W6

(Send correspondence airmail, I'm sure)

Italy: Jim Carr, Aid/VSC, Box 7, Apo San Francisco, Ca. 96263

(Send correspondence Airmail, for sure!)

Russia: Durt Labelle, 146 Elm St., Saco, Maine, 04072

Turkey: Steven Brooks, 3601 E. 2nd St. Apt. 84, Tucson Ar. 85716

These players now have their licenses to kill, so they have my permission to do so...tear 'em up! The deadline for Spring 1901 moves is December 8, 1971, a Wednesday.

As I said earlier, all players sent in forms except Mr. Carr, who, I think, didn't get one (my mistake). In this case, I decided to give Jim the first open country which was not higher than anyone's third choice. Mr. Antosiak's country was his fourth choice. I decided to let Bob have it; if he lists AH fourth, he must have been planning on AH as a probable country assignment. So, I assigned Italy to Mr. Carr; if he requests to be dropped because of any dissatisfaction at this time in this situation, I will honor it and set out to find a replacement. Personally, I like Italy and I feel that it is a good country....everytime you turn around, you see another dago (Day go?). An able diplomat should at least be able to survive Italy until the end. Anyway, I wish you all the best of luck!

The actual referecne lists were as follows:

A ntosiak:	f	r	e	A	g	t	t	i		Four players got thier first
Bowers:	F	e	r	t	i	g	a			choice. There a tie occured, I
Brooks:	T	e	r	g	f	i	a			flipped a coin to determine who
Carr:	I	(no list recieved)								would get that country. The loser
Cox:	E	t	g	r	i	f	a			recieved the next highest unclaimed
Labelle:	R	f	t	e	g	a	i			country on his list.
Rack:	e	f	g	t	r	i	a			

Now I can blab a little about the players! Bob and I have had personal contact with each player either in a game or through some other correspondence. No one has yet won a game and they are active in 38 games all told, some of which games they are together in. No one has played in any postal game prior to 1970. Their ages range from 14 to 29. Mr. Carr lives in Taiwan at present, so allow a few extra days for answers to letters. One player lists his occupation as "Federal Police", so watch out!

Almost everybody is a comic, or so it seems; some of the remarks in the forms caused us to make many a trip to the water closet or porcelain facility. In response to the question "GOD, why did you enter a SHUT* game?" we got:

Hell, I dunno; just dumb, I guess.

I have a weak constitution! /more so than you think/pw/

You sound like fellows who need support.

No reply (reason: typhoon and the house needed painting)

Most often, this question was answered with quizzical come back Question: WHY NOT?? Then there was that space for additional comments at the bottom of the form; we got:

Will SNUT* have its own houserules? /of course/

The typhoon was the largest in 26 years!

A ccording to the STRATEGY & TACTICS people, there is a guy with my name running around lose somewhere; I'm not him! /too bad/

Peter Weber is a backstabber, just for the record! /aaaaawwww, you don't mean that!/
Enter me!

Let me know your price! /down boy, down! this here is a family Zine, despite the name. You want to talk with the NYC people/

Oh yeah, you boys can start paying your game fees!

Game two has 3 registrants at present. We hope to have this game filled by issue two or three. We intend to run four or five Regular ordinary Diplomacy games.

FEATURED GAMES IN SNUT*

If you have read the introduction to SNUT* carefully, you may have noticed that there will be invitation only games. These 'Special' games are now being formed. There are two of them; one game will be a Black Propaganda Game and the other will be kinda strange...all the players in it will be using phoney names. Both these games will use regular Diplomacy rules and SNUT* houserules and will be carried in SNUT*. There may be one small problem; some complicated persons have mentioned that these games may be variants. We can see no reason for these games being called variants as neither of them violate any rule put down in the grand and glorious rulebook.

Anyway, the Black Propaganda Game will include almost all press releases regardless of where they originate from or who submits them. This opens up all kinds of wonderful opportunities for the players to baffle and insult each other. Oh, what fun! In the interest of space, only the players in the game will be allowed to submit press, sorry.

The other game, which we refer to as the Phoney Name Game (for lack of greater imagination on our part), will contain players with wierd names and strange addresses. The players will be from the larger Diplomacy cities....each of them will use their phoney name throughout the game and have an address other than the one they regularly use. Each player will have to figure out for himself who the other players are, if he wishes to 'find' them out. The first player to correctly identify the other six players will recieve a free shiney new game in SNUT* or have his measly old game fee refunded.

The whole idea behind the phoney Name Game is to give those well known or paranoic players the opportunity to play wi thout there identity being known and to give those players who consider themselves clever and deceptive the chance to be clever and deceptive. Just to make it mre challenging for the players to conceal their identity, correspondence will be passed directly between players. This could be "Wild".

For you wargame fans who would like to give Avalon-Hill's answer to Diplomacy, "Origins Of World War II" a try, you could contact Mr. Joseph Antosiak, 3637 Arden Ave., Brookfield, IL., 60513. His new magazine is entitled "Anschluss" and I understand it will carry other Variants besides "Origins". Write Joe for details.

THE ECONOMY FIGHTS BACK!!!

About the same time you receive this issue, you might happen to notice that the current Wage-Price Freeze is or has expired (the original). Whilst tripping around the supermarket or department store, you will begin to notice that prices have jumped a few percent all of a sudden! With the Christmas season approaching and a little break in the action of the freeze, quite a few people will be "tacking" a few "coins" on to the price of their items, be it grope custards or automatic swinging trash can lids. ~~And why not? You can't run a business if you can't make that business profitable enough to afford the best personnel, TV commercials, executive business trips and the like; no one is in business to sell out to the republicans! Profits must continue to rise!~~

The wage-price freeze really wasn't that damn effective either. The price of foodstuffs has been inching ever upwards all during the freeze. Nobody can live without eating, either. Feel a little hungry?

Oh well, now there is a wage-price board and all will be taken care of, or so it seems! Already labor has been snubbed by the other 2/3 of the board. If wages are kept down, labor will be crying tears of agony in the next couple of months. You see, Management, producers and corporations can find all sorts of legal ways to lift prices; even if the Government tries to stop them, they'll have to take it to court, and God knows how long court cases can last. (sigh). The poor common laborer, wage earner and corn-fed working man will have to take these price hikes, but their wages will not go up. Who gets the shitty end of the deal in this stacked deck? You guessed it; it's all of us who have to eat.

Though the present economic plan being enacted by the Republicans is pretty shoddy, you will never hear about it (unless you turn on to the liberal line); except from the labor leaders. The Republicans will rant and rave how they have stopped inflation (which they haven't) and how they expect the economic problem to be solved in so many years, and how great it will be once things get rolling. Moreover, they won't win a whole lot of the seats they are now holding if they don't have a successful program or a successful program to cover up the rotten one (the one developing now). So, babies, look out, Big Brother will be out to deceive us again!

Oh yes, you can expect every 'loyal' government official and his bastard cousin to be out beating down labor; so will every 'respectable, FCC loving' broadcasting firm, and all them 'concerned' Conservative Newspapers and so will those red, white and blue blooded American working folk who will support any misconception our government has to offer despite the fact that they are the ones who will have their money squeezed passively out of them! It will kind of like Boardman jumping all over Peery!

And what of Boardman and Perry? See what Boardman has to say about this in Graustark 249 and 250, then catch a couple of the translations from the other publications! And what will SPUT* #2 hold on this subject? Find out later.